

# JUPITER LANDER

commodore 64



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## **INSTRUCTIONS FOR USE**

# **JUPITER LANDER**

### **Loading the Cartridge and Starting the Game.**

1. Turn your C-64 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the C-64 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your C-64 off then back on.)

### **STRATEGY**

Land your spaceship safely on the only solid landing site on Jupiter. Make as many exploratory landings as possible before fuel runs out. There are only 3 landing sites with 3 exciting difficulty levels. You can control the thrust level of play.

### **CONTROLS**

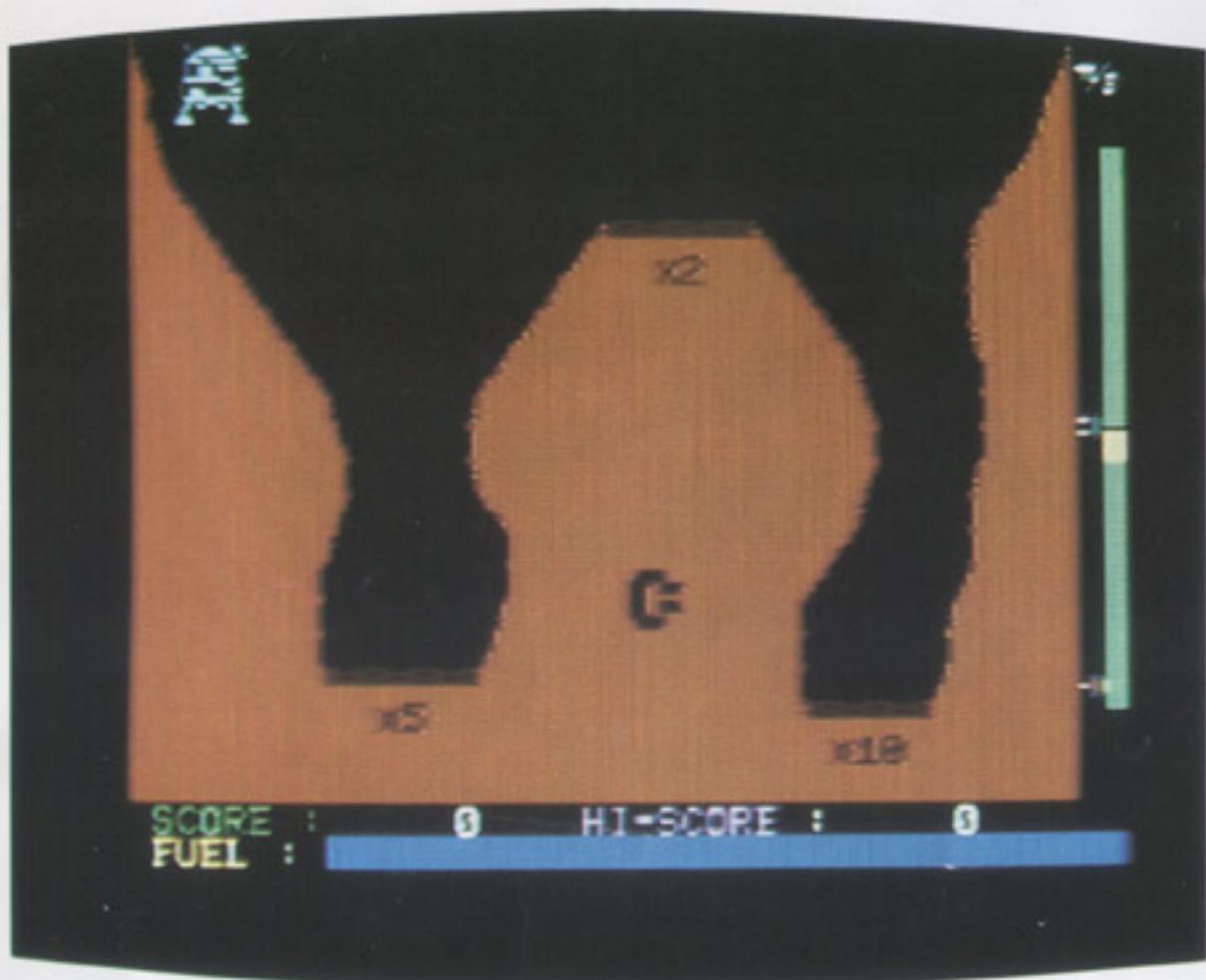
JUPITER LANDER can only be played with your joystick or keyboard.

A Key .....	Left Thrust
D Key .....	Right Thrust
F1 Key.....	Thrust Up

## **SCORING**

The softness of the landing site is displayed on the meters-per-second gauge on the right side of the screen. If you land below the yellow zone — you crash. The softer the landing area...the more points you get. Try to land with the marker high in the yellow zone.

NOTE: Plug joystick into Port 1.



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